

DOUBLE DRAGON™

The Shadow Falls



INSTRUCTION
BOOKLET



TRADEWEST
An Interactive
Entertainment Company

SUPER NINTENDO
ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED
CONSUMER INFORMATION AND
PRECAUTIONS BOOKLET CAREFULLY
BEFORE USING YOUR NINTENDO®
HARDWARE SYSTEM OR GAME PAK.**

BY THE
CODE OF THE
DRAGON...

THIS IS RULE
NUMBER
ONE!



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Nintendo

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WITH THE DEFECTION OF JIMMY
LEE, THE SHADOW MASTER
MUST RECRUIT A NEW
SECOND IN COMMAND.

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GOOD TO BE BACK ON THE
LIGHT SIDE, BRO! LET'S
CLEAN-UP THIS TOWN.

HOLD ON, JIMMY.
THERE'S SOMETHING
YOU NEED TO KNOW...



GETTING STARTED

1. Turn the power OFF on your Super NES.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into the #1 Port on the Super NES.
3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.
4. Turn the power switch ON.
5. When you see the "DOUBLE DRAGON V The Shadow Falls" logo screen, press START to begin the game and get to the Main Menu.



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SOUND/MUSIC PLAYER © 1992, 1993 CHIP LEVEL DESIGNS



OPTIONS

HERE ARE SEVERAL THINGS TO MAKE GAME PLAY COOLER



OPTIONS

DIFFICULTY	PRO
TIME TEST	ON
CONTINUES	5
MUSIC	ON
SOUND EFFECTS	ON
MUSIC TEST	ON
SOUND TEST	ON
AUDIO	STEREO
CUSTOMIZE CONTROLS	

SCROLL UP/DOWN AND LEFT/RIGHT WITH THE CONTROL PAD




ALL CHANGES LEFT SHOWING WHEN YOU EXIT THE SCREEN BY PUSHING **START** WILL BE ACTIVE

NOW, LET'S LOOK AT THE SPECIFICS

YEAH, I GET IT!



PICK ONE OF FOUR LEVELS OF DIFFICULTY: NORMAL, HARD, PRO OR IF YOU'RE REALLY DENSE, PICK EASY




SEE, IT PAYS TO READ THE INSTRUCTIONS!



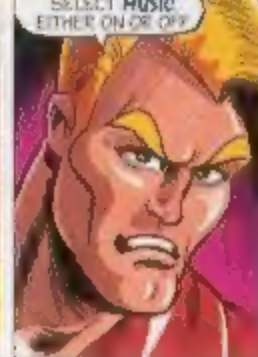
PICK ONE OF FOUR TIME LIMITS: INFINITY, 30, 60, OR 90 SEC.



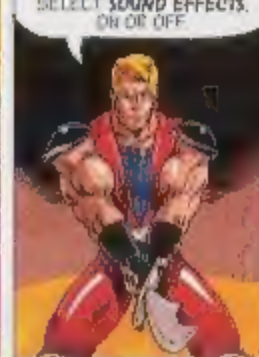
PICK NUMBER OF CONTINUES (1-5)



SELECT MUSIC EITHER ON OR OFF



SELECT SOUND EFFECTS, ON OR OFF




MUSIC TEST AND SOUND TEST ALLOW YOU TO HEAR ALL THE AUDIO IN THE GAME JUST FOR FUN!



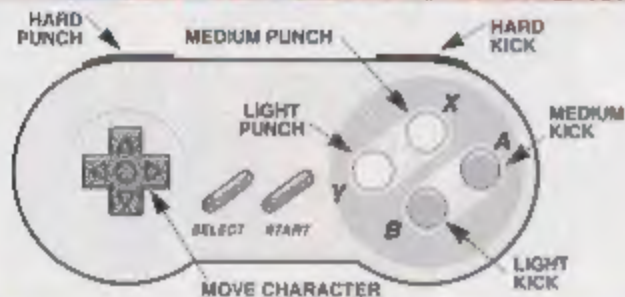
PICK AUDIO - EITHER MONO OR STEREO



CHECK OUT CUSTOMIZE CONTROLS ON THE NEXT PAGE AND RETURN TO THE OPTIONS SCREEN WHEN DONE.



USING THE CONTROLLER





HERE ARE THE BASIC
FIGHT MOVES

GREAT! LEARNER,
STUDY THIS A
MINUTE

BASIC FIGHT MOVES



JUMP



FLIP
FORWARD



JUMP
BACK



DEFEND



ADVANCE



CROUCH
DEFEND



CROUCH



CROUCH ATTACK

YOU CAN ALSO **GRAB & THROW** IF YOU'RE CLOSE TO AN
OPPONENT, BY ADVANCING AND PRESSING AN **ACTION** BUTTON





SCROLL LEFT/RIGHT WITH THE CONTROL PAD TO VIEW THIS INFO

BILLY LEE

DOB: 10-23-64
HEIGHT: 6'2"
WEIGHT: 210 LBS
EYES: BLUE
HAIR: BLACK



LIKES: MILK
DISLIKES: SHADOW MASTER
ORIGIN: METRO CITY
FIGHTING STYLE: ART OF THE DRAGON

SPECIAL MOVE:
DRAGON SHOCK: B, F+D

JIMMY LEE



TWIN BROTHER OF BILLY AND ANNOYING COUNTERPOINT TO BILLY'S GOOD QUALITIES. JIMMY HAS A RUN-A-WAY MOUTH THAT HAS BECOME ENCLUMBERED WITH HIS FEET ON MORE THAN ONE OCCASION. SPENDS A LOT OF TIME IN FRONT OF THE MICRO.

LIKES: VIDEO GAMES
DISLIKES: BAD HAIR DAYS
ORIGIN: METRO CITY
FIGHTING STYLE: SHADOW DRAGON

SPECIAL MOVE:
DRAGON FIRE: B, F+D

DOB: 10-23-64
HEIGHT: 6'1"
WEIGHT: 205 LBS
EYES: BLUE
HAIR: BLONDE

BLADE



RECEIVED HIS FIRST PROTHETIC IMPLANTS DURING THE WAR. THE INDIGNITIES OF HIS BATTLE EXPERIENCE, PLUS THE EVENTUAL TOTAL REMOVAL OF HIS CARDIAC SYSTEM, HAVE LEFT BLADE CRUEL AND HEARTLESS. NOT GIVEN TO EMOTIONAL OUTBURSTS, HE IS CAPABLE OF INFLECTING GREAT PAIN WITHOUT CONSCIENCE HAS BEEN KNOWN TO SHED TEARS OVER A PERFECT SOUFFLE.

DOB: 4-07-64
HEIGHT: 6'2"
WEIGHT: 240 LBS
EYES: GRAY
HAIR: BLACK

LIKES: GOURMET CUISINE
DISLIKES: FAST FOOD
ORIGIN: PARIS, FRANCE
FIGHTING STYLE: SLICE AND DICE

SPECIAL MOVE:
TORPEDO: B, F+D

BONES



DOB: SAME AS DUST
HEIGHT: 5'10"
WEIGHT: 72 LBS
EYES: RED
HAIR: DECOMPOSED

LIKES: MARIOWALTZ MONROE
DISLIKES: DOGS
ORIGIN: SIX FEET UNDER
FIGHTING STYLE: STICKS AND STONES

SPECIAL MOVE:
GUN SHOT: F, DF, D+K

FORMERLY A VALET TO KING SARGON II, BONES WAS CONSEQUENTLY ENTOMBED WITH HIS MASTER WHEN HE DIED. RATTLES WHEN HE WALKS. SOME CAN'T SNEAK UP ON ANYONE. THE QUESTION OF WHETHER OR NOT BONES IS ACTUALLY ALIVE HAS NEVER BEEN FULLY ANSWERED. FAVORITE SONG IS "SHAKE, RATTLE & ROLL."

COUNTDOWN



LIKES: NEW YEARS EVE
DISLIKES: ONLY EYE TESTS
ORIGIN: NEW ORLEANS, LA
FIGHTING STYLE: DISGIN

SPECIAL MOVE:
MISSILE SHOT: F, DF, D+K

DOB: CYBORG TYPE
DOB: ALPHA
HEIGHT: 6'1"
WEIGHT: 225 LBS
EYES: BROWN
HAIR: BLACK

ASSEMBLED DURING THE LAST NIGHT OF MARDI GRAS, HE WAS A FACTORY REJECT FROM THE INFAMOUS BATON ROUGE BIONICS LAB AND WAS SOLD AS ELECTRONICS SCRAP TO A LOW-PROFILE CALIFORNIA GAME COMPANY. NO MATTER, HAS BEEN HEARD TO MUTTER TO HIMSELF, "THE ONLY WAY TO BE SURE IS TO HIDE THE SILE FROM ORBIT." DURING HIS SPARE TIME, PLAYS ACCORDION WITH A ZYDECO BAND.

DOMINIQUE

BORN AT A TIME WHEN AGGRESSIVE WOMEN WERE HEARD IN THE FASHION WORLD, DOM WAS COMPELLED TO WEAR MOSTLY SWEATSUITS AND STUFF. NOT A RUFFLE IN LACE TYPE. SHE EVENTUALLY CAME TO APPRECIATE FLEECES AND SPANDEX TIGHTS. LIKES TO GO FOR THE "BUEN," NOT SOMEONE YOU WOULD TAKE HOME TO MEET YOUR PARENTS AND DON'T CALL HER "DARE".

LIKES: AEROBICS
DISLIKES: FLAB
ORIGIN: BROOKLYN, NY
FIGHTING STYLE: DIRTY



DOB: NOT TELLING
HEIGHT: 5'11"
WEIGHT: NO CONCERN
OF YOURS
EYES: BLUE
HAIR: BLACK

ICEPICK

DOB: 2-20-65
HEIGHT: 6'4"
WEIGHT: 245 LBS
EYES: YELLOW
HAIR: TRANSLUCENT

LIKES: ESKIMO PIES
DISLIKES: GREENHOUSE
EFFECT
ORIGIN: NONE, AR
FIGHTING STYLE: ICEKID



WITH AN AVERAGE BODY TEMPERATURE OF 30° ICEPICK IS INDEED A COOL DUDE. HE HAS BEEN ACCUSED OF BEING COLD AND UNFEELING WHEN THE TRUTH IS THAT ICEPICK LONGS FOR A NORMAL RELATIONSHIP WITH THOSE OF HIS OWN KIND. PROBLEM IS HE'S ONE OF A KIND. MAKES THE BEST HOMEMADE ICE CREAM IN THE SHADOW WORLD AND IS AN AVID SKIER.

SPECIAL MOVE:
ICEBALL: K, F+P

JAWBREAKER

DOB: 3-23-63
HEIGHT: 6'3"
WEIGHT: 280 LBS
EYES: YELLOW
HAIR: NONE

LIKES: ANYTHING EDBLE
DISLIKES: FLOSSING
ORIGIN: DEG MACHINES, IA
FIGHTING STYLE:
CHEW ZIT TSU



BREAKER HAILS FROM THE MID-WEST, WHERE YEARS OF SURVIVING ON THE GREAT PLAINS ENABLED HIM TO EAT ANYTHING. BUT HE'S ESPECIALLY FOND OF TRAILER KITCHES AND BUNGEE CORDS. COULD DEFINITELY BE CALLED THE WORLD'S GREATEST CONSUMER.

SPECIAL MOVE:
FLYING HEADBUTT: F, F+P

SEKKA

DESPITE TWO LOVING PARENTS, SEKKA WAS NOT A NORMAL KID. KEPT AN EXTENSIVE COLLECTION OF PET ROCKS. YEARS OF RIDICULE FROM OTHER KIDS LED HER TO DEVELOP A SKIN SO THICK THAT IT EVENTUALLY EVOLVED INTO ARMOR PLATING. SHE ALSO BECAME ADEPT AT MARTIAL ARTS BUT SUSTAINED MANY INJURIES WHICH LED HER TO ACQUIRE SEVERAL BIONIC PROSTHESES. SHE DOES HER OWN HAIR.



LIKES: TALK SHOWS
DISLIKES: INFOMERCIALS
ORIGIN: SILICON VALLEY, CA
FIGHTING STYLE: RE BOOT TSU

SPECIAL MOVE: CLAW ROLL ATTACK: D, DE, K+P

DOB: 5-21-70
HEIGHT: 5'10"
WEIGHT: 175 LBS
EYES: GREEN
HAIR: BLACK

SHADOW HASTER

DOB: CENTURIES AGO
HEIGHT: 6'5"
WEIGHT: 250 LBS
EYES: RED
HAIR: WHITE



LIKES: NIGHTLIFE
DISLIKES: DAYTIME TV
ORIGIN: NIGHTMARES
FIGHTING STYLE:
ART OF THE SHADOW

EVIL INCARNATE. CANT SAY ENOUGH BAD THINGS ABOUT THIS DUDE. HAS WRECKED HAVOC THROUGHOUT THE AGES. WAS PERSONALLY RESPONSIBLE FOR THE BLACK PLAGUE AND BOTH WORLD WARS. AS WELL AS THE CURRENT HEALTH CARE CRISIS IN THE USA. HIS ABILITY TO PERVERT NORMALLY INTELLIGENT BEINGS FOR HIS OWN PURPOSES MAKES HIM CLEARLY DANGEROUS.

SCORLE

DOB: 7-23-64
HEIGHT: 6'1"
WEIGHT: 215 LBS
EYES: BROWN
HAIR: RED



A LIFELONG BITTERNESS AND GENERAL LOATHING OF UNTOOTHY HUMAN HAS FORCED HIM TO DEVELOP A SET OF PARTICULARLY NASTY WEAPONS FOR WINNING HIS NAME. IF YOU'VE LONG WALKED IN THE RAIN AND DRIDGED HOURS AT HIS GRINDING WHEEL SHARPENING THE SCORLES, FAVORITE MOVIE IS EDWARD GEEB-SCHNAPPS

LIVES: 57 LIVING MORGUE
DISLIKES: DUCK KNIFE
ORIGIN: HOLLYWOOD, CA
FIGHTING STYLE: SWOON

SPECIAL MOVE:
ENERGY BLADE: D, DF, F++

DOB: 4-21-54
HEIGHT: 6'2"
WEIGHT: 270 LBS
(WITH GUN)
EYES: BROWN
HAIR: SILVER



LARGE, HULK, FASCINATED WITH FLYING THING - AND REVERES ALL ALIENS CORRESPONDING TO IT. KNITING AND DISSECTING HIS OWN VISIONS OF KILLAR ARKANSAS. HE'S A HIGHLY MODERN MAN, A UNLIT PLATE, HAS BEEN AWARDED HIM BY THE METRO CITY CARRIERS UNION. LIVES: 33 RACISTS
DISLIKES: BULLET
ORIGIN: BARTON, CA
FIGHTING STYLE: LOCK AND LOAD

SPECIAL MOVE:
ROCKET UPPERCUT: F, DF, D++

PUSH START TO GET BACK TO THE MAIN MENU, AND SELECT ONE OF THE FOUR FIGHT MODES. THAT SENDS YOU TO THE CHARACTER SELECTION SCREEN.

CHARACTER SELECTION

MEANWHILE, IN ANOTHER PART OF THE CITY...

YOU CAN SELECT ANY OF US 8 KILLERS OF YOUR CHOICE. THE 2 LEFT ARE HERE.



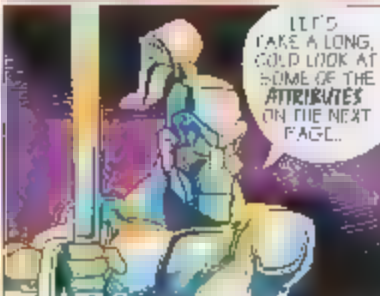
SCORLE WITH THE CONTROL PAD AND PRESS YOUR CHOICE WITH ANY BUTTON EXCEPT SELECT



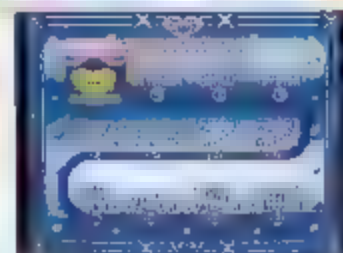
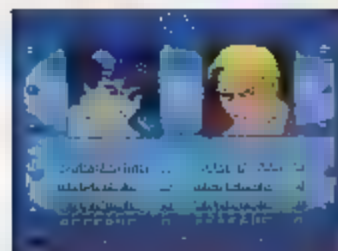
TO THE SELECT BUTTON CAN BE USED TO CHANGE THE COLOR OF YOUR CHARACTER. YUM, YUM



ONCE EACH PLAYER HAS SELECTED HIS CHARACTER, THE SCREEN WILL SLIDE DOWN TO THE BATTLE



IT'S TAKE A LONG, GOOD LOOK AT SOME OF THE ATTRIBUTES ON THE NEXT PAGE.



(THE LOCATIONS SELECTED BY THE FIRST PLAYER TO PRESS THE START BUTTON)



DATE: IN TOURNAMENT MODE,
THE COMPUTER RANDOMLY
SELECTS LOCATION AND
ADVERSARY.

IN QUEST MODE, THE COMPUTER
SELECTS LOCATION AND
ADVERSARY DEPENDING ON WHICH
CHARACTER YOU HAVE SELECTED
FOR YOURSELF. GOT IT?

GOT IT? IT'S ENOUGH
TO KNOW THERE'S
LOTS OF PLACES FOR
FIGHTIN' AND LOTS OF
BUTTS OUT THERE
THAT REALLY NEED
KICKIN'.



DRAGON DOJO INTERIOR



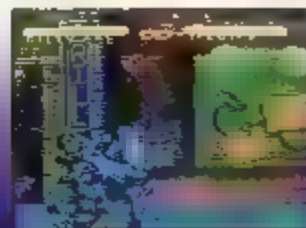
CHEMICAL FACTORY



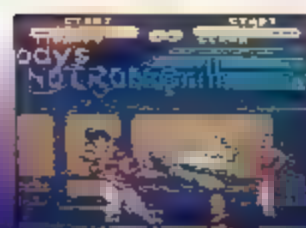
DUSTY'S GARAGE



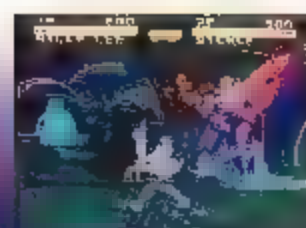
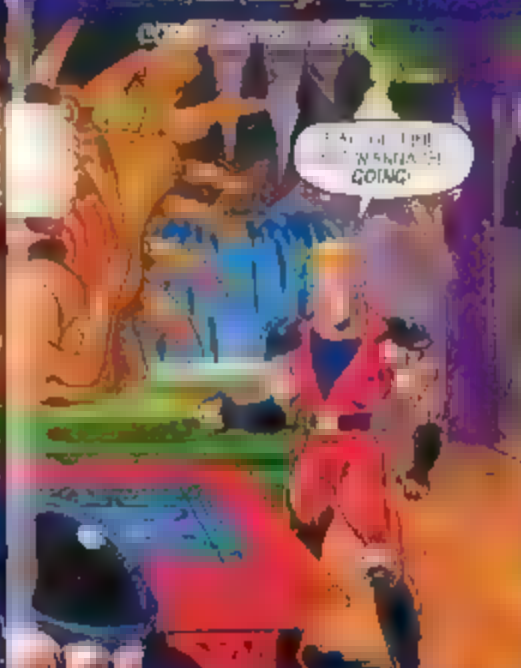
METRO CITY HOTEL



SHADOW DUGEDON



SHADOW DOJO EXTERIOR



METRO CITY
SEWER SYSTEM



FUSION PLANT EXTERIOR



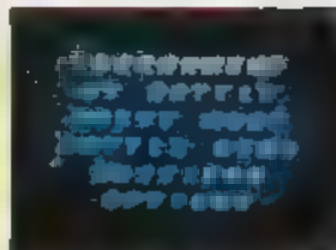
FUSION PLANT INTERIOR



SHADOW DOJO INTERIOR

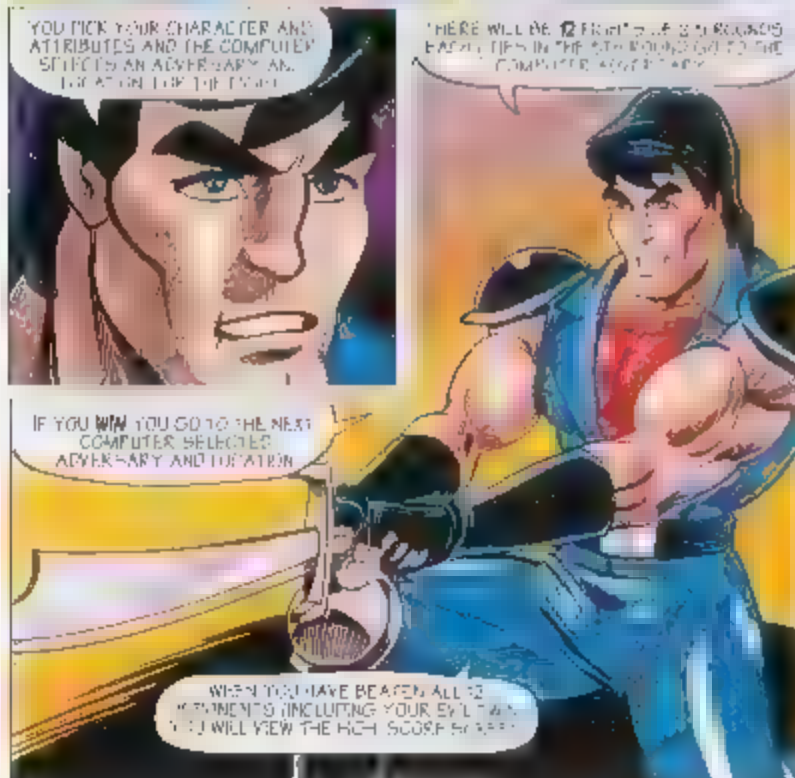
FIGHT MODES

THE GAME IS DEFAULTED TO **TOURNAMENT** MODE SO THAT ONE PLAYER CAN FIGHT ALL THE VARIOUS OPPONENTS IN THE DIFFERENT LOCATIONS.



YOU PICK YOUR CHARACTER AND ATTRIBUTES AND THE COMPUTER SELECTS AN ADVERSARY AND LOCATION FOR THE FIGHT.

THERE WILL BE 12 FIGHTS OF 25 ROUNDS EACH. TIPS IN THE 5TH ROUND GO TO THE COMPUTER ADVERSARY.



IF YOU WIN YOU GO TO THE NEXT COMPUTER SELECTED ADVERSARY AND LOCATION.

WHEN YOU HAVE BEATEN ALL 12 OPPONENTS (INCLUDING YOUR EVIL TWIN) YOU WILL VIEW THE HIGH SCORE SCREEN.

FIGHT MODES

I BET THE OTHER ONE PLAYER MEET A QUEST.

YOU GOT IT! SELECTING **QUEST** ALLOWS ONE PLAYER TO FIGHT AS EITHER ONE OF US (BILLY OR JIMMY) OR AS ONE OF EIGHT VILLAINS IN ONE OF TWO STORYLINE SERIES OF FIGHTS.



YOU PICK YOUR CHARACTER AND ATTRIBUTES AND THE COMPUTER SELECTS AN ADVERSARY AND LOCATION BASED ON THE STORY.

YEAH, I KNOW IF YOU WIN YOU GO TO THE NEXT COMPUTER SELECTED ADVERSARY AND LOCATION.

THERE WILL BE 12 FIGHTS OF 25 ROUNDS EACH. TIPS IN THE 5TH ROUNDS GO TO THE COMPUTER ADVERSARY.

YEAH! WHEN YOU'VE BEATEN ALL 12 OPPONENTS YOU WILL VIEW THE HIGH SCORE SCREEN.

AWW MAN THIS IS TOO EASY.

SURE YOU SAY THAT NOW.

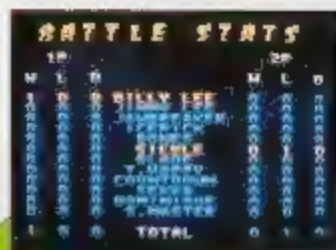
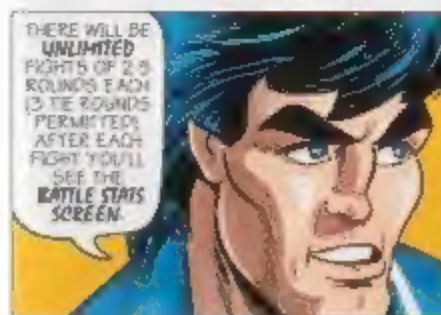
HIGH SCORES

1	07000
2	02500
3	01200
4	00800
5	00500
6	00300
7	00100
8	00000

FIGHT MODES



FIGHT MODES





AT THE END OF EACH ROUND (OF ANY FIGHT MODE), A BRIEF MESSAGE WILL APPEAR ANNOUNCING THE **WINNER** OF THE BOUT.



ADDITIONALLY, IN **VS BATTLE** ONLY, WHEN THE PLAYERS HAVE COMPLETED THE FULL COURSE FIGHTS FOR THAT MODE, THE **BATTLE STATS** SCREEN WILL APPEAR TO SUMMARIZE THE ACTION.





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